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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
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10/689,073

10/21/2003

Shoya Tanaka

723-1441

6120

23117

7590

12/21/2007

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EXAMINER

ALAM, FAYYAZ

ART UNIT

PAPER NUMBER

2618

MAIL DATE

DELIVERY MODE

12/21/2007

PAPER

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Office Action Summary	Application No. 10/689,073	Applicant(s) TANAKA ET AL.	
	Examiner Fayyaz Alam	Art Unit 2618	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) ☒ Responsive to communication(s) filed on 19 September 2007.
- 2a) ☒ This action is **FINAL**. 2b) ☐ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 4) ☒ Claim(s) 1-22 is/are pending in the application.
- 4a) Of the above claim(s) _____ is/are withdrawn from consideration.
- 5) ☒ Claim(s) 6-9 and 18-21 is/are allowed.
- 6) ☒ Claim(s) 1-5, 10-17, 22 is/are rejected.
- 7) ☐ Claim(s) _____ is/are objected to.
- 8) ☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☐ The drawing(s) filed on _____ is/are: a) ☐ accepted or b) ☐ objected to by the Examiner.
 Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
 Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☐ All b) ☐ Some * c) ☐ None of:
1. ☐ Certified copies of the priority documents have been received.
2. ☐ Certified copies of the priority documents have been received in Application No. _____.
3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

- | | |
|--|---|
| 1) <input type="checkbox"/> Notice of References Cited (PTO-892) | 4) <input type="checkbox"/> Interview Summary (PTO-413) |
| 2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948) | Paper No(s)/Mail Date. _____ |
| 3) <input type="checkbox"/> Information Disclosure Statement(s) (PTO/SB/08) | 5) <input type="checkbox"/> Notice of Informal Patent Application |
| Paper No(s)/Mail Date _____ | 6) <input type="checkbox"/> Other: _____ |

DETAILED ACTION

This action is in response to applicant's amendment/arguments filed on 9/19/2007. **This action is made FINAL.**

Response to Arguments

Applicant's arguments, see pg 18, filed 9/19/2007, with respect to the rejection(s) of claim(s) 1 and 11 - 13 under Oakes have been fully considered and are persuasive. Therefore, the rejection has been withdrawn. However, upon further consideration, a new ground(s) of rejection is made in view of Burr (USPN 2003/0079003).

Claim Rejections - 35 USC § 112

The following is a quotation of the second paragraph of 35 U.S.C. 112:

The specification shall conclude with one or more claims particularly pointing out and distinctly claiming the subject matter which the applicant regards as his invention.

Claims 1 - 5, 11 - 17, and 22 are rejected under 35 U.S.C. 112, second paragraph, as being indefinite for failing to particularly point out and distinctly claim the subject matter which applicant regards as the invention. A broad range or limitation together with a narrow range or limitation that falls within the broad range or limitation (in the same claim) is considered indefinite, since the resulting claim does not clearly set forth the metes and bounds of the patent protection desired. See MPEP § 2173.05(c). Note the explanation given by the Board of Patent Appeals and

Interferences in *Ex parte Wu*, 10 USPQ2d 2031, 2033 (Bd. Pat. App. & Inter. 1989), as to where broad language is followed by "such as" and then narrow language. The Board stated that this can render a claim indefinite by raising a question or doubt as to whether the feature introduced by such language is (a) merely exemplary of the remainder of the claim, and therefore not required, or (b) a required feature of the claims. Note also, for example, the decisions of *Ex parte Steigewald*, 131 USPQ 74 (Bd. App. 1961); *Ex parte Hall*, 83 USPQ 38 (Bd. App. 1948); and *Ex parte Hasche*, 86 USPQ 481 (Bd. App. 1949). In the present instance, **claims 1 and 11 - 13** recites the broad recitation "if a plurality of parent devices exist within the communicable range", and the claim also recites "select any one of the parent devices included in said parent device list" which is the narrower statement of the range/limitation.

Therefore, appropriate corrections are required and claims would be examine as if there were no 112 2nd paragraph issues.

Claim Rejections - 35 USC § 103

The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

The factual inquiries set forth in *Graham v. John Deere Co.*, 383 U.S. 1, 148 USPQ 459 (1966), that are applied for establishing a background for determining obviousness under 35 U.S.C. 103(a) are summarized as follows:

1. Determining the scope and contents of the prior art.
2. Ascertaining the differences between the prior art and the claims at issue.
3. Resolving the level of ordinary skill in the pertinent art.
4. Considering objective evidence present in the application indicating obviousness or nonobviousness.

This application currently names joint inventors. In considering patentability of the claims under 35 U.S.C. 103(a), the examiner presumes that the subject matter of the various claims was commonly owned at the time any inventions covered therein were made absent any evidence to the contrary. Applicant is advised of the obligation under 37 CFR 1.56 to point out the inventor and invention dates of each claim that was not commonly owned at the time a later invention was made in order for the examiner to consider the applicability of 35 U.S.C. 103(c) and potential 35 U.S.C. 102(e), (f) or (g) prior art under 35 U.S.C. 103(a).

Claims 1 - 2, 4, 10 - 14, 16, and 22 are rejected under 35 U.S.C. 103(a) as being unpatentable over **Oakes et al. (U.S. Application # 2004/0063498)** in view of **Burr (U.S. Application # 2003/0079003)**.

Consider **claim 1**, Oakes et al. disclose a wireless communication game system using a plurality of portable units (read as mobile game units), which function as both server units (read as parent devices) and client units (read as child devices) and are capable of wireless communication with each other (see abstract), wherein

said server unit (read as parent device) comprises a game controller (242) (read as broadcasting circuit) operable to transmit control signals (read as broadcasting a parent device packet; see [0045]) through transmit channel (414), which will inherently consist of portable unit (138) (read as mobile game units) serial number (read as user's own unit identifying information for allowing user's own unit to be identified; see [0059]) and server game communications (read as game identifying information for allowing a game executed by the user's own unit to be identified) (the prior art discloses that each portable unit (138) has a serial number and that client unit (138a) is capable of detecting server game communications, therefore a game identifying information must have been transmitted by the server units; see [0059; 0071]) and

said client unit (read as child device) includes:

a receiver (318) for receiving server game communications or control signals (read as parent device packet) transmitted by the server unit (138e) (read as server device) existing within a communicable range (the prior art discloses detecting server game communications at the client unit; see [0045; 0059; 0071]; figs. 1 - 3);

a display (226) for displaying a server unit list (read as parent device list) existing within the communicable range, based on said server game communications or control signals (read as parent device packet) received by said receiver (prior art discloses a "selectable server unit", meaning that more than one servers exist, at least in a list, that are in communication with the client units based on the disclosed control signals; see [0023; 0045; 0071]; fig. 2);

a selector for allowing a player to select any one of the devices included in said parent device list (the prior art discloses "selectable server unit" and therefore the server units would be selected by the client devices; see [0023]);

a connection request transmitter for transmitting a connection request to the server unit (read as parent device) selected by said selector (the prior art discloses transmitting a "game access request" from the client unit to the server unit and therefore a connection request transmitter must inherently exist; see [0048]).

However, Oakes dose not explicitly discloses displaying a parent device list including a plurality of parent devices.

In the related field of endeavor, Burr discloses displaying a list of devices on terminal (205) (see fig. 8).

Therefore, it would have been obvious to a person of ordinary skill in the art at the time the invention was made to modify the teachings of Oakes et al. with the teachings of Burr in order to make one or more users aware of devices available in a dynamic environment.

Consider **claims 2 and 14** as applied to claims 1 and 12, Oakes et al. disclose a system user may utilize a server unit (138e) (read as parent device) to "simultaneously" participate in a gaming event while server unit (138e) concurrently operates in the server mode (read as broadcasting circuit broadcasts said parent device packet even during a time when a communication game is being executed with another child device; see [0028]).

Consider **claim 11**, Oakes et al. disclose a client unit (read as child device) connecting method in a wireless communication game system using a plurality of portable units (138) (read as mobile game units) that function as server unit (read as parent device) or client unit (read as child device) capable of communicating with each other, comprising the steps of (see abstract; figs. 1 - 3):

transmitting control signals or server game communications (read as broadcasting parent device packet) that includes portable unit (138) (read as mobile game unit) serial number (read as user's own unit identifying information for allowing a user's own unit to be identified) (note: since all the portable units (138) have serial numbers, therefore the server unit or parent device would also have one in order to be identified) and game server communications (read as game identifying information for allowing a game to be identified);

receiving through receiver (318) a server game communications or control signals (read as parent device packet) transmitted by the server unit (138e) (read as parent device) existing within a communicable range (the prior art discloses detecting server game communications at the client unit, therefore it must be in communicable range; see [0045; 0059; 0071]; figs. 1 - 3);

displaying through display (226) server unit list (read as parent device list) existing within the communicable range, based on said server game communications or control signals (read as parent device packet) received by said receiver (prior art discloses a "selectable server unit", meaning that more than one servers exist, at least

in a list, that are in communication with the client units based on the disclosed control signals; see [0023;0045;0071]; fig. 2);

allowing in the client unit (read as child device) a player to select any one of the devices included in said parent device list (the prior art discloses "selectable server unit" and therefore the server units would be selected by the client devices from an inherent list; see [0023]);

transmitting in the client unit (read as child device) a connection request to the selected server unit (read as parent device) (the prior art discloses transmitting a "game access request" from the client unit to the server unit; see [0048]).

However, Oakes dose not explicitly discloses displaying a parent device list including a plurality of parent devices.

In the related field of endeavor, Burr discloses displaying a list of devices on terminal (205) (see fig. 8).

Therefore, it would have been obvious to a person of ordinary skill in the art at the time the invention was made to modify the teachings of Oakes et al. with the teachings of Burr in order to make one or more users aware of devices available in a dynamic environment.

Consider **claim 12**, Oakes et al. disclose a memory medium encoded with a program for use in a wireless communication game using a plurality of portable units (138) (read as mobile game units) that function as server unit (read as parent unit) or a client unit (read as child unit), and are capable of communicating with each other, a

processor of the portable unit (138) (read as mobile game unit) being operable to execute to perform the steps comprising (see abstract; figs. 1- 3):

transmitting (read as broadcasting) control signals or server game communications (read as broadcasting parent device packet) that includes portable unit (138) (read as mobile game unit) serial number (read as user's own unit identifying information for allowing a user's own unit to be identified) (note: since all the portable units (138) have serial numbers, therefore the server unit or parent device would also have one in order to be identified) and game server communications (read as game identifying information for allowing a game to be identified);

receiving through receiver (318) a server game communications or control signals (read as parent device packet) transmitted by the server unit (138e) (read as parent device) existing within a communicable range (the prior art discloses detecting server game communications at the client unit, therefore it must be in communicable range; see [0045; 0059; 0071]; figs. 1 - 3);

displaying through display (226) server unit list (read as parent device list) existing within the communicable range, based on said server game communications or control signals (read as parent device packet) received by said receiver (prior art discloses a "selectable server unit", meaning that more than one servers exist, at least in a list, that are in communication with the client units based on the disclosed control signals; see [0023; 0045; 0071]; fig. 2);

selecting in the client unit (read as child device) in response to a player's input to select any one of the devices included in said parent device list (the prior art discloses

“selectable server unit” and therefore the server units would be selected by the client devices from an inherent list; see [0023]); and

transmitting by the client unit (read as child device) a connection request toward the selected server unit (read as parent device) (the prior art discloses transmitting a “game access request” from the client unit to the server unit; see [0048]).

However, Oakes dose not explicitly discloses displaying a parent device list including a plurality of parent devices.

In the related field of endeavor, Burr discloses displaying a list of devices on terminal (205) (see fig. 8).

Therefore, it would have been obvious to a person of ordinary skill in the art at the time the invention was made to modify the teachings of Oakes et al. with the teachings of Burr in order to make one or more users aware of devices available in a dynamic environment.

Consider **claim 13**, Oakes et al. disclose a portable unit (138) (read as mobile game apparatus) capable of playing a wireless communication game which utilizes a plurality of portable units (138) (read as mobile game units), where any one of said units may function as a server unit (read as parent device), and the others of which may function as a client unit (read as child device), comprising (see abstract; figs. 1- 3):

a game controller (242) (read as broadcasting circuitry) operable to transmit control signals (read as broadcasting a parent device packet; see [0045]) through transmit channel (414), which will inherently consist of portable unit (138) (read as mobile game units) serial number (read as user’s own unit identifying information for

allowing user's own unit to be identified; see [0059]) and server game communications (read as game identifying information for allowing a game executed by the user's own unit to be identified) (the prior art discloses that each portable unit (138) has a serial number and that a client unit (138a) is capable of detecting server game communications, therefore a game identifying information must have been transmitted by the server units; see [0059; 0071]);

a receiver (318) for the client unit (read as child device) for receiving server game communications or control signals (read as parent device packet) transmitted by the server unit (138e) (read as server device) existing within a communicable range (the prior art discloses detecting server game communications at the client unit; see [0045; 0059; 0071]; figs. 1 - 3);

a display (226) for the client unit (read as child device) for displaying a server unit list (read as parent device list) existing within the communicable range, based on said server game communications or control signals (read as parent device packet) received by said receiver (prior art discloses a "selectable server unit", meaning that more than one servers exist, at least in a list, that are in communication with the client units based on the disclosed control signals; see [0023; 0045; 0071]; fig. 2);

a selector for the client unit (read as child device) for allowing a player to select any one of the devices included in said parent device list (the prior art discloses "selectable server unit" and therefore the server units would be selected by the client devices from the list; see [0023]);

a connection request transmitter for the client unit (read as child device) for transmitting a connection request to the server unit (read as parent device) selected by said selector (the prior art discloses transmitting a “game access request” from the client unit to the server unit and therefore a connection request transmitter must inherently exist; see [0048]).

However, Oakes dose not explicitly discloses displaying a parent device list including a plurality of parent devices.

In the related field of endeavor, Burr discloses displaying a list of devices on terminal (205) (see fig. 8).

Therefore, it would have been obvious to a person of ordinary skill in the art at the time the invention was made to modify the teachings of Oakes et al. with the teachings of Burr in order to make one or more users aware of devices available in a dynamic environment.

Consider **claims 4 and 16** as applied to claims 1 and 12, Oakes et al. inherently disclose a server unit list (read as parent device list) since it is disclosed that the server units are “selectable” (see [0023]) based on transmitted control signals and server game communications (see [0023; 0045; 0071]).

However, Oakes et al. fail to explicitly disclose a display displays a parent device list that executes a game communicable with the game executed by the user’s own unit.

Nevertheless, in the related field of endeavor, Burr discloses device list (235) (read as parent device list) that displays compatible device application between given networked devices in a communication range that are common among the devices and

thereby executable (read as display displays in said parent device list only the parent device that executes a game communicable with game executed by the user's own unit) (see figs. 1 - 4).

Therefore, it would have been obvious to a person of ordinary skill in the art at the time the invention was made to modify the teachings of Oakes et al. with the teachings of Burr in order to make one or more users aware of devices available in a dynamic environment.

Consider **claims 10 and 22** as applied to claims 1 and 12, Oakes et al. inherently disclose a server unit list (read as parent device list) by disclosing that the server unit is "selectable" and the list is inherently constructed based on the use of control signals and game server communications (read as parent device packet) (see [0023; 0045; 0071]).

However, Oakes et al. fail to disclose parent device list clearing mechanism for regularly clearing the parent device list stored in said parent device list storage locations, wherein said display displays based on the parent device list stored in said parent device list storage locations.

In the related field of endeavor, Burr discloses device list (235) (read as parent device list) is stored in memory (225) in the mobile device (205) and is represented as routing table (405) which is updated (read as clearing mechanism) whenever a new device enters or leaves the communication area (read as parent device list clearing mechanism for regularly clearing the parent device list stored in said parent device list storage locations) (see [0037 - 0038]). In addition, display displays device list (235)

stored in the memory (read as parent device list stored in storage locations) (see figs. 2 - 4 and 7 - 8).

Therefore, it would have been obvious to a person of ordinary skill in the art at the time the invention was made to modify the teachings of Oakes et al. with the teachings of Burr in order to make one or more users aware of devices available in a dynamic environment.

Claims 3 and 15 are rejected under 35 U.S.C. 103(a) as being unpatentable over **Oakes et al. (U.S. Application # 2004/0063498)** in view of **Burr (USPN 2003/0079003)** and further in view of **Bluetooth Specification version 1.0B**.

Consider **claims 3 and 15** as applied to claims 1 and 12, Oakes et al. fail to disclose said parent device and said child device are units for making a wireless communication in a predetermined communication cycle, and said communication cycle includes a first time slot used by said parent device, and a second time slot used by said child device, and said broadcasting circuit transmits said parent device packet including game data in said first time slot.

However, in the related field of endeavor, Bluetooth Specs disclose a master slot for transmitting data from the master device to the slave device followed by a slave slot for transmitting data from slave to master units in a predetermined cycle (read as said parent device and said child device are units for making a wireless communication in a predetermined communication cycle, and said communication cycle includes a first time slot used by said parent device, and a second time slot used by said child device, and

said broadcasting circuit transmits said parent device packet including game data in said first time slot; see pg. 105, figs. 10.6 - 10.7).

Therefore, it would have been obvious to a person of ordinary skill in the art at the time the invention was made to modify the teachings of Oakes et al. with the teachings of Bluetooth Specs in order to conserve resources by using existing and developed technology.

Claims 5 and 17 are rejected under 35 U.S.C. 103(a) as being unpatentable over **Oakes et al. (U.S. Application # 2004/0063498)** in view of **Darling et al. (PCT Publication # WO 93/23125)** and further in view of **Burr (U.S. Application # 2003/0079003)**.

Consider **claims 5 and 17** as applied to claim 1 and 12, Oakes et al. fail to disclose child device is a unit to which a game cartridge storing a game program is detachably attached, and display displays in said parent device list a parent device, too, that executes a game not communicable with the game of the game cartridge currently attached thereto.

In the related field of endeavor, Darling et al. disclose detachable memory device comprising a game program (read as game cartridge storing a game) (see pg. 2, paragraphs 2 - 3).

Therefore, it would have been obvious to a person of ordinary skill in the art at the time the invention was made to modify the teachings of Oakes et al with the teachings of Darling et al. in order to provide a portable game machine with interactive game capabilities.

However, Oakes et al. as modified by Darling et al. fail to disclose display displays in said parent device list a parent device, too, that executes a game not communicable with the game of the game cartridge currently attached thereto.

In the related field of endeavor, Burr discloses displaying a device list (235) (read as parent device list) that comprise of applications that are not compatible among given networked devices in a communication area (read as display displays in said parent device list a parent device, too, that executes a game not communicable with the game of the game cartridge currently attached thereto) (see figs. 6- 8).

Therefore, it would have been obvious to a person of ordinary skill in the art at the time the invention was made to modify the teachings of Oakes et al. and Darling et al. with the teachings of Burr in order to make one or more users aware of devices available in a dynamic environment.

Allowable Subject Matter

Claims 6 - 9 and 18 - 21 are allowed.

The following is a statement of reasons for the indication of allowable subject matter: Consider **claims 6 and 18**, none of the prior arts meet the limitation of entry reception data in the parent device packet and displaying at the child device only the parent devices that accept the entry of the child device.

Consider **claims 7 and 19**, none of the prior arts meet the limitation of child device-use program holding data in the parent device packet and displaying the parent

device that has the child device use program irrespective of the game that is executed by the user's own unit, based on child device use program holding data received.

Consider **claims 8 and 20**, none of the prior arts meet the limitation of first and second type of program that the child device does not request the parent device to transmit and the child device requests the parent device to transmit, respectively.

Conclusion

Applicant's amendment necessitated the new ground(s) of rejection presented in this Office action. Accordingly, **THIS ACTION IS MADE FINAL**. See MPEP § 706.07(a). Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

A shortened statutory period for reply to this final action is set to expire **THREE MONTHS** from the mailing date of this action. In the event a first reply is filed within **TWO MONTHS** of the mailing date of this final action and the advisory action is not mailed until after the end of the **THREE-MONTH** shortened statutory period, then the shortened statutory period will expire on the date the advisory action is mailed, and any extension fee pursuant to 37 CFR 1.136(a) will be calculated from the mailing date of the advisory action. In no event, however, will the statutory period for reply expire later than **SIX MONTHS** from the date of this final action.

Any response to this Office Action should be **faxed to (571) 273-8300 or mailed to:**

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Commissioner for Patents
P.O. Box 1450
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Hand-delivered responses should be brought to

Customer Service Window
Randolph Building
401 Dulany Street
Alexandria, VA 22314

Any inquiry concerning this communication or earlier communications from the Examiner should be directed to Fayyaz Alam whose telephone number is (571) 270-1102. The Examiner can normally be reached on Monday-Friday from 9:30am to 7:00pm.

If attempts to reach the Examiner by telephone are unsuccessful, the Examiner's supervisor, Edward Urban can be reached on (571) 272-7899. The fax phone number for the organization where this application or proceeding is assigned is (571) 273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free) or 703-305-3028.

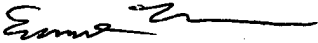
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Any inquiry of a general nature or relating to the status of this application or proceeding should be directed to the receptionist/customer service whose telephone number is (571) 272-2600.

Fayyaz Alam

December 1, 2007


EDWARD F. URBAN
SUPERVISORY PATENT EXAMINER
TECHNOLOGY CENTER 2600